200

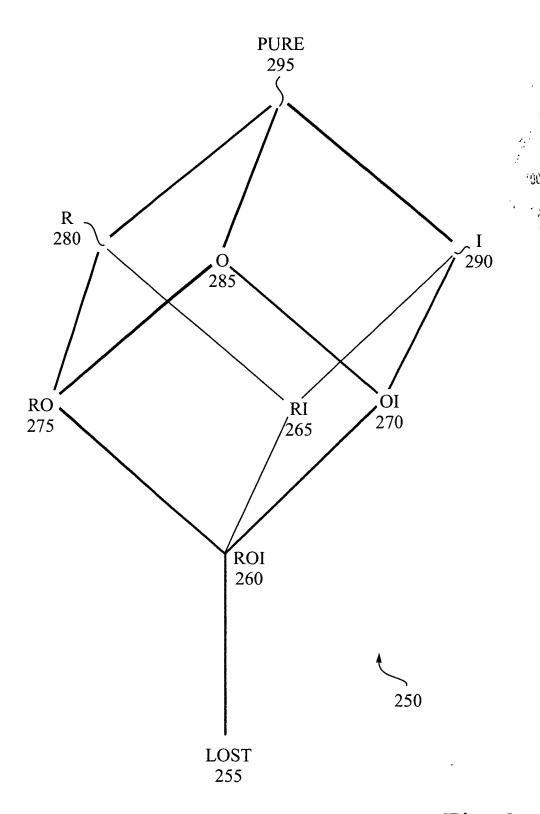
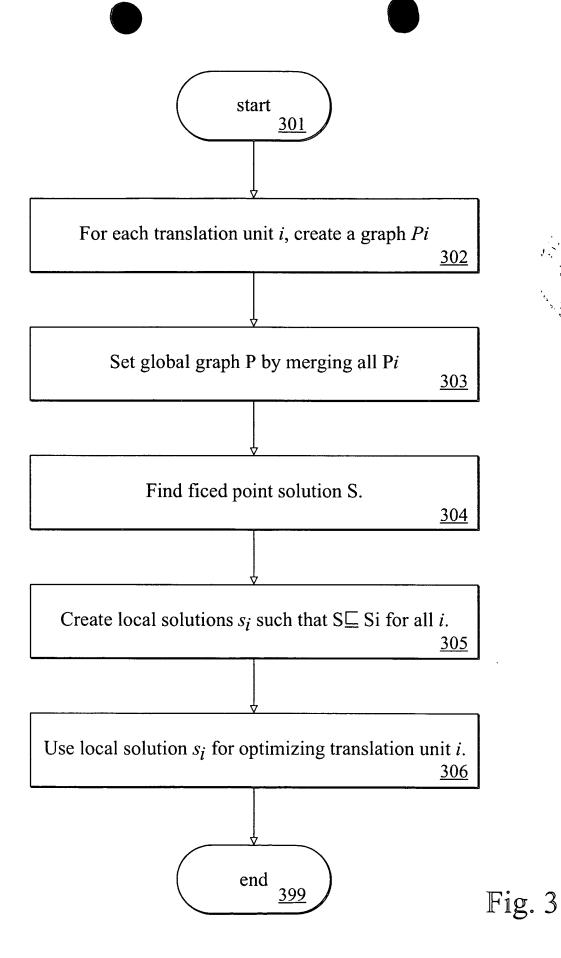


Fig. 2



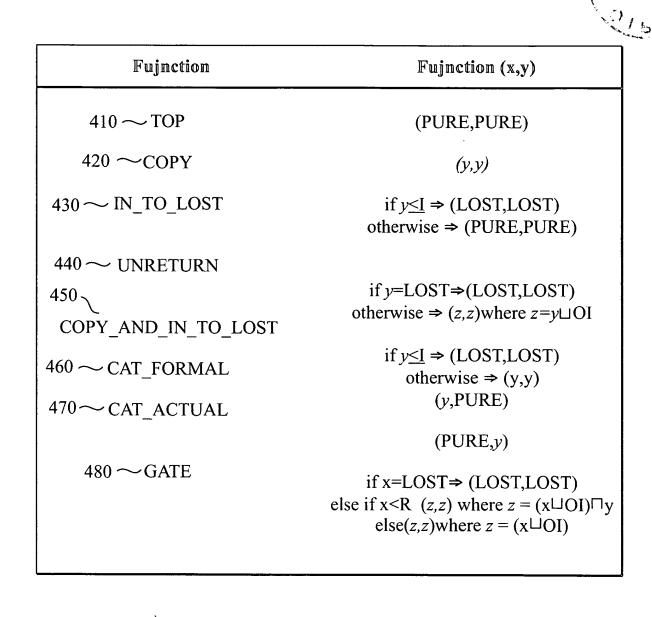
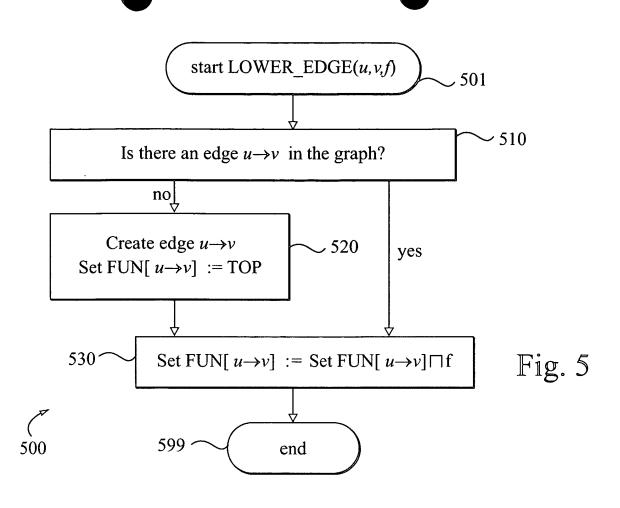
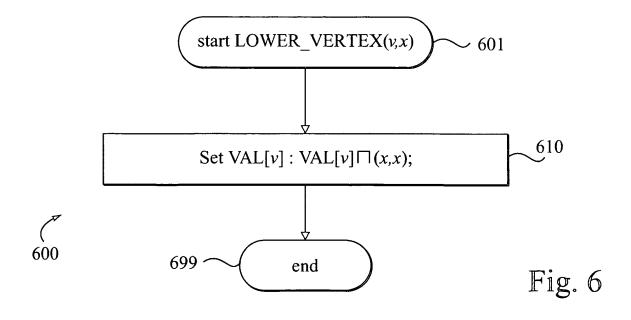


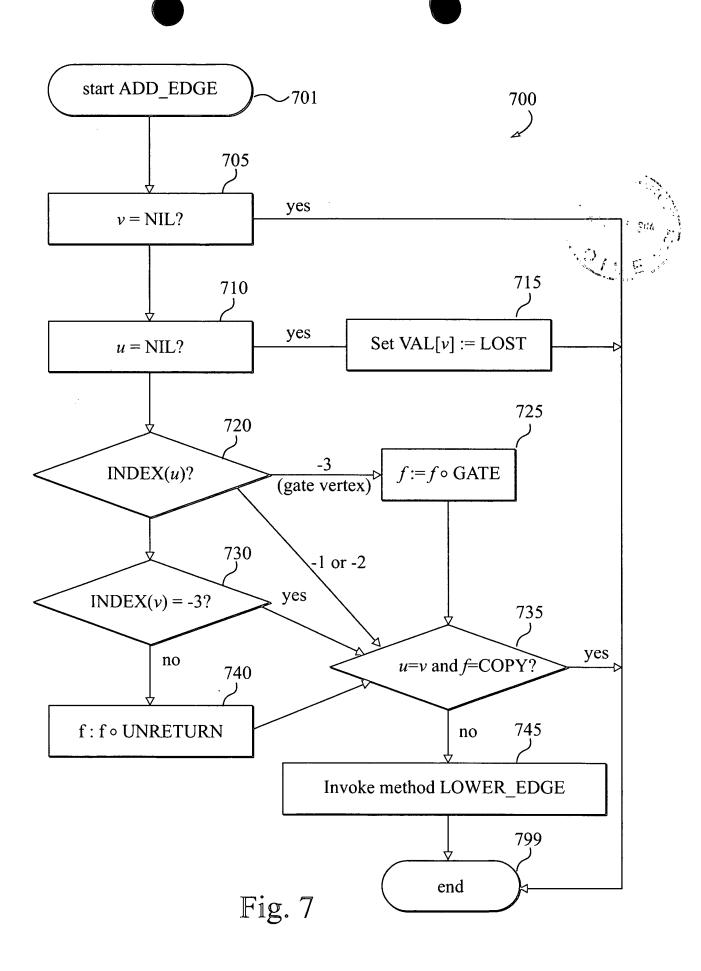
Fig. 4A



FIG. 4B







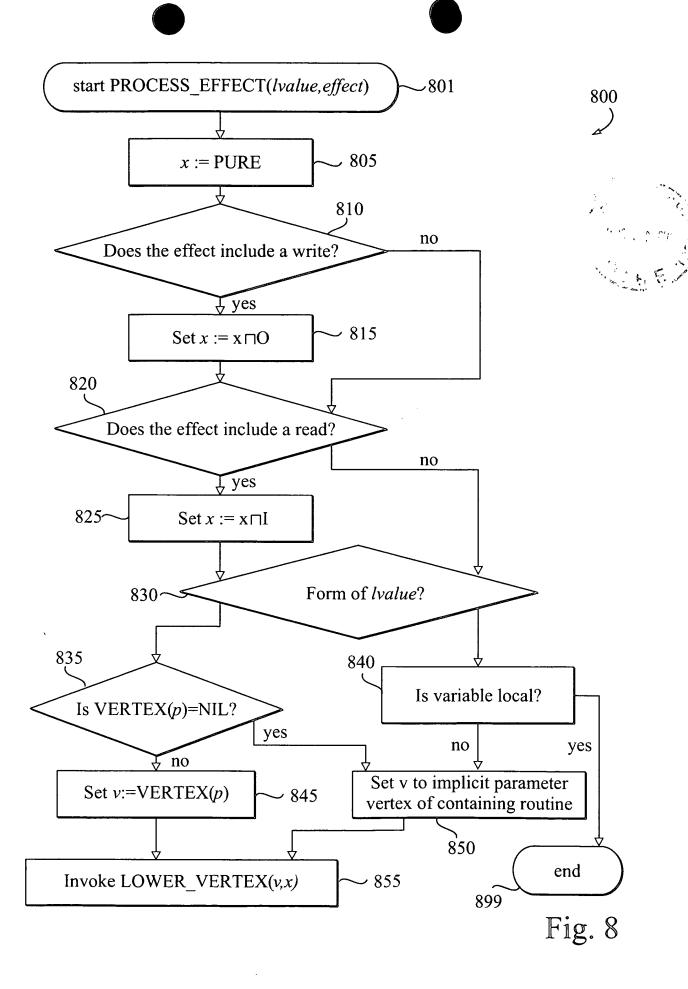
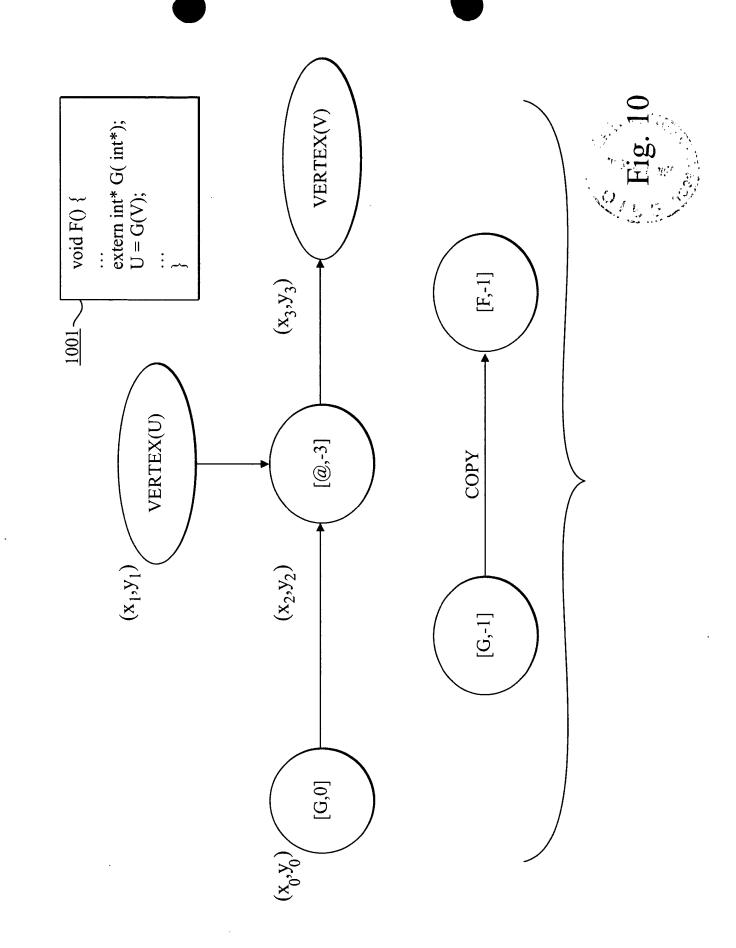


Fig. 9



```
// Translation unit #1

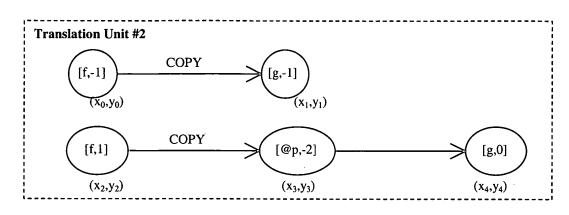
int* f( int* a, int* b, int n ) {
   int *c = a;
   if( n>0 ) {
      int* d = a+1;
      int* e = b+1;
      int* z = f( d, e, n-1 );
      c = z-1;
      *c = *b;
   }
   return c;
}
```

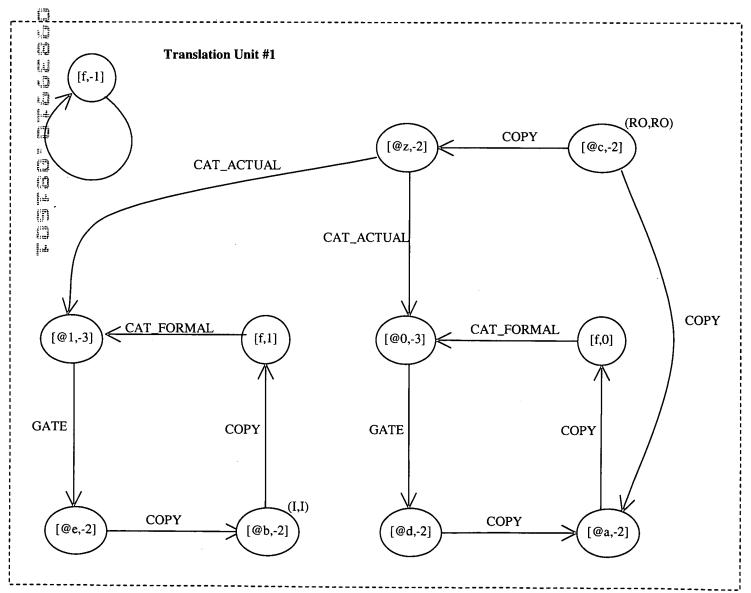
```
// Translation unit #2
extern int* f(int* a, int* b, int n );

void g( int* p ) {
   int y[10];
   f( &y[0], p, 10 );
}
```

FIG. 11

FIG. 12





T1-41 II-14-41	
<u>Translation Unit #1</u>	
Source line	Action
(entry into f)	Add [@a,-2] \rightarrow [f,0]
	Add $[@b,-2] \rightarrow [f,1]$
int $*c = a;$	Add $[@c,-2] \rightarrow [@a,-2]$
n>0	None
int $*d = a+1$;	Add $[@d,-2] \rightarrow [@a,-2]$
int $*e = b+1$;	Add $[@e,-2] \rightarrow [@b,-2]$
int* z = f(d,e,n-1)	Add $[@z,-2] \to [@0,-3] \to [@d,-2]$
	Add $[f,0] \rightarrow [@0,3]$
	Add $[@z,-2] \rightarrow [@1,-3] \rightarrow [@b,-2]$
	$Add [f,1] \rightarrow [@1,3]$
	$Add [f,-1] \rightarrow [f,-1]$
c = z-1;	Add $[@c,-2] \rightarrow [@z,-2]$
*c = *b;	Lower VAL[[@c,-2]] to O
	Lower VAL[[@b,-2]] to I
return c;	Lower VAL[[@c,-2]] to R

Translation Unit #2	
Action	Action
int *p = &x[0];	None
for(int i=0; i<10; i++)	None (no pointer assignments)
*p = i;	Lower VAL[[@p,-2]] to O
p=p+1	None (edge omitted by self-loop rule)
c = z-1;	Add $[@c,-2] \rightarrow [@z,-2]$

FIG. 13